

## **ABSTRACT OF THE DISCLOSURE**

An apparatus and method for using non-power of two texture maps is described. Texture map coordinates for a non-power of two dimension texture map such as  $u$  and  $v$  are computed without requiring a division operation. In addition to accessing non-power of two texture maps, the texture map coordinates may be used to access filtered versions of the non-power of two texture map, where the dimensions of each filtered version is arbitrary.